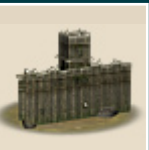
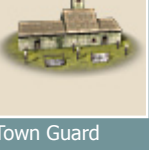
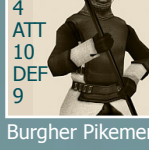
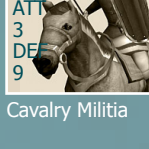
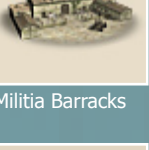
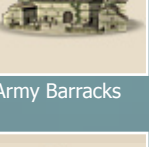
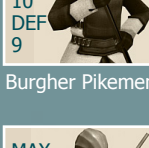
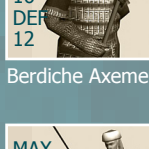
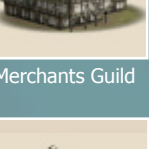
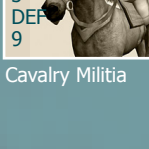
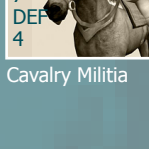
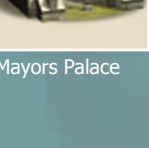
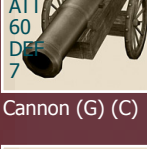
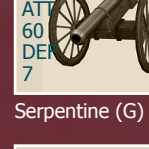
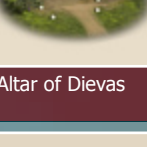
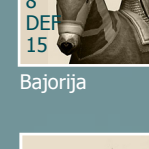
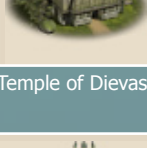
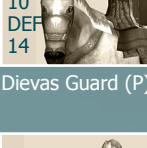
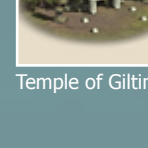
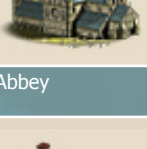
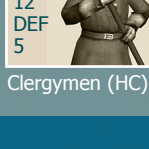
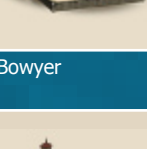
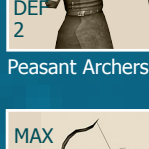
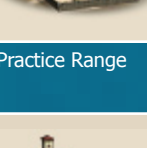
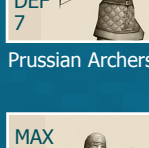
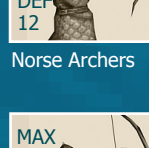
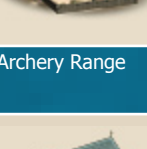
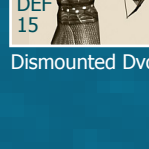
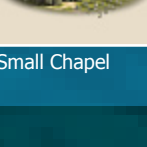


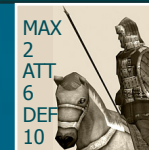
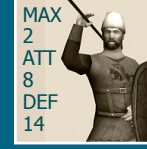
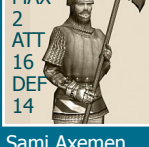
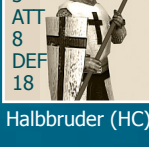
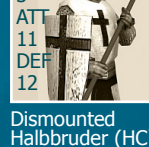
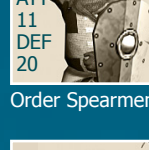
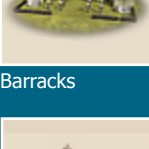
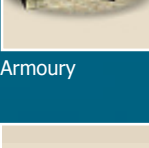
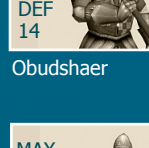
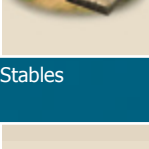
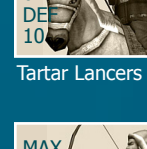
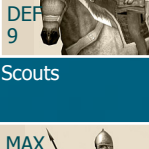
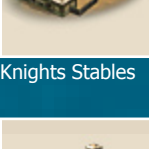
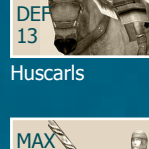
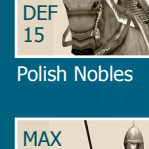
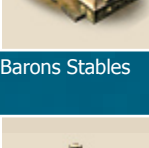
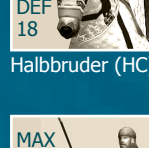
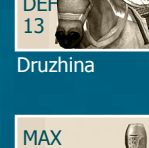
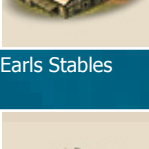
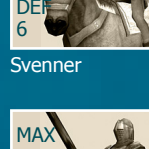
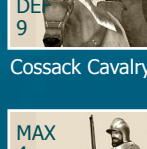
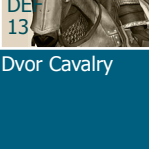
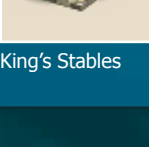
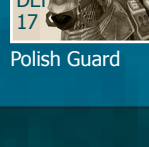
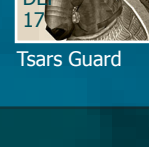
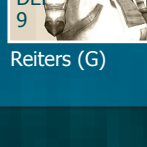
CITY BUILDINGS

 Wooden Wall	 MAX 2 ATT 6 DEF 9	 MAX 2 ATT 10 DEF 10	 MAX 2 ATT 7 DEF 4	 MAX 2 ATT 5 DEF 2	 MAX 4 ATT 6 DEF 6
 Huge Stone Wall	 MAX 4 ATT 11 DEF 14	 MAX 4 ATT 7 DEF 5			
 Town Watch	 MAX 4 ATT 7 DEF 9	 MAX 4 ATT 5 DEF 8	 MAX 4 ATT 5 DEF 2	 MAX 4 ATT 6 DEF 6	
 Town Guard	 MAX 4 ATT 7 DEF 11	 MAX 4 ATT 10 DEF 9	 MAX 4 ATT 10 DEF 9		
 City Watch	 MAX 4 ATT 9 DEF 2	 MAX 4 ATT 9 DEF 3	 MAX 3 ATT 7 DEF 7		
 Militia Drill Square	 MAX 4 ATT 6 DEF 5	 MAX 4 ATT 11 DEF 12	 MAX 4 ATT 11 DEF 14	 MAX 4 ATT 11 DEF 14	
 Militia Barracks	 MAX 4 ATT 13 DEF 7	 MAX 4 ATT 16 DEF 12	 MAX 4 ATT 14 DEF 14	 MAX 4 ATT 6 DEF 4	
 Army Barracks	 MAX 4 ATT 14 DEF 1				
 Masons' Guild	 MAX 3 ATT 7 DEF 8	 MAX 3 ATT 7 DEF 11	 MAX 3 ATT 6 DEF 9		
 Master Masons' Guild	 MAX 4 ATT 6 DEF 5	 MAX 4 ATT 10 DEF 9	 MAX 4 ATT 8 DEF 12		
 Masons' Guild Headquarters	 MAX 4 ATT 6 DEF 4	 MAX 4 ATT 13 DEF 7	 MAX 4 ATT 16 DEF 12	 MAX 4 ATT 16 DEF 44	
 Merchants Guild	 MAX 3 ATT 2 DEF 12	 MAX 3 ATT 3 DEF 9	 MAX 3 ATT 7 DEF 4		
 Mayors Palace	 MAX 3 ATT 18 DEF 14				

COMMON BUILDINGS

 Ballista Range	 MAX 3 ATT 50 DEF 7				
 Catapult Range	 MAX 3 ATT 50 DEF 20				
 Siege Works	 MAX 3 ATT 50 DEF 7				
 Gunsmith	 MAX 3 ATT 50 DEF 7	 MAX 3 ATT 60 DEF 17			
 Cannon Maker	 MAX 3 ATT 50 DEF 7				
 Cannon Foundry	 MAX 3 ATT 60 DEF 7	 MAX 3 ATT 60 DEF 15			
 Royal Arsenal	 MAX 3 ATT 60 DEF 7		 MAX 3 ATT 15 DEF 15	 MAX 3 ATT 11 DEF 15	
 Altar of Dievas	 MAX 2 ATT 11 DEF 8	 MAX 3 ATT 11 DEF 14	 MAX 3 ATT 11 DEF 14	 MAX 3 ATT 11 DEF 14	 MAX 3 ATT 11 DEF 14
 Sanctuary of Dievas	 MAX 2 ATT 8 DEF 15	 MAX 2 ATT 8 DEF 15	 MAX 2 ATT 8 DEF 15	 MAX 2 ATT 8 DEF 15	 MAX 2 ATT 8 DEF 15
 Temple of Dievas	 MAX 3 ATT 10 DEF 14	 MAX 3 ATT 13 DEF 12	 MAX 3 ATT 13 DEF 7	 MAX 3 ATT 19 DEF 24	 MAX 3 ATT 19 DEF 24
 Abbey	 MAX 2 ATT 7 DEF 16	 MAX 2 ATT 12 DEF 5	 MAX 2 ATT 12 DEF 5		
 Bowyer	 MAX 6 ATT 5 DEF 2	 MAX 6 ATT 5 DEF 2			
 Practice Range	 MAX 6 ATT 9 DEF 2	 MAX 6 ATT 9 DEF 7	 MAX 6 ATT 12 DEF 12	 MAX 6 ATT 7 DEF 7	 MAX 6 ATT 5 DEF 4
 Archery Range	 MAX 6 ATT 11 DEF 2	 MAX 6 ATT 14 DEF 12	 MAX 6 ATT 11 DEF 15	 MAX 6 ATT 11 DEF 14	 MAX 6 ATT 5 DEF 4
 Small Chapel	 MAX 2 ATT 12 DEF 5				

CASTLE BUILDINGS

 Motte & Bailey	 MAX 2 ATT 7 DEF 12	 MAX 2 ATT 3 DEF 9	 MAX 2 ATT 6 DEF 10	 MAX 2 ATT 6 DEF 1	 MAX 2 ATT 5 DEF 11	 MAX 2 ATT 7 DEF 12
 Wooden Castle	 MAX 2 ATT 11 DEF 15	 MAX 2 ATT 7 DEF 11	 MAX 2 ATT 8 DEF 10	 MAX 2 ATT 8 DEF 14	 MAX 2 ATT 10 DEF 13	 MAX 2 ATT 10 DEF 15
 Castle	 MAX 2 ATT 11 DEF 14	 MAX 2 ATT 9 DEF 13	 MAX 2 ATT 11 DEF 15	 MAX 2 ATT 9 DEF 15		
 Fortress	 MAX 3 ATT 8 DEF 17	 MAX 3 ATT 11 DEF 15	 MAX 3 ATT 9 DEF 15	 MAX 3 ATT 9 DEF 17	 MAX 3 ATT 8 DEF 15	 MAX 2 ATT 11 DEF 15
 Citadel	 MAX 3 ATT 8 DEF 18	 MAX 3 ATT 11 DEF 18	 MAX 3 ATT 11 DEF 16	 MAX 3 ATT 7 DEF 17	 MAX 2 ATT 11 DEF 16	 MAX 2 ATT 11 DEF 17
 Mustering Hall	 MAX 4 ATT 3 DEF 3	 MAX 4 ATT 3 DEF 3				
 Garrison Quarters	 MAX 4 ATT 7 DEF 11	 MAX 4 ATT 11 DEF 20	 MAX 4 ATT 12 DEF 6	 MAX 4 ATT 5 DEF 8		
 Drill Square	 MAX 4 ATT 11 DEF 15	 MAX 4 ATT 11 DEF 12	 MAX 4 ATT 9 DEF 15	 MAX 4 ATT 9 DEF 17	 MAX 4 ATT 11 DEF 17	
 Barracks	 MAX 4 ATT 14 DEF 20	 MAX 4 ATT 16 DEF 14	 MAX 4 ATT 9 DEF 13	 MAX 6 ATT 11 DEF 13		
 Armoury	 MAX 6 ATT 15 DEF 13	 MAX 6 ATT 10 DEF 14				
 Stables	 MAX 4 ATT 7 DEF 12	 MAX 4 ATT 7 DEF 10	 MAX 4 ATT 6 DEF 1	 MAX 4 ATT 6 DEF 10	 MAX 4 ATT 11 DEF 17	 MAX 4 ATT 3 DEF 9
 Knights Stables	 MAX 4 ATT 8 DEF 17	 MAX 4 ATT 7 DEF 13	 MAX 4 ATT 9 DEF 15	 MAX 4 ATT 6 DEF 1	 MAX 4 ATT 8 DEF 13	 MAX 4 ATT 8 DEF 11
 Barons Stables	 MAX 4 ATT 8 DEF 15	 MAX 4 ATT 8 DEF 18	 MAX 4 ATT 7 DEF 13	 MAX 4 ATT 6 DEF 8		
 Earls Stables	 MAX 4 ATT 11 DEF 20	 MAX 3 ATT 7 DEF 6	 MAX 4 ATT 8 DEF 15	 MAX 4 ATT 8 DEF 16	 MAX 4 ATT 8 DEF 9	 MAX 3 ATT 10 DEF 13
 King's Stables	 MAX 4 ATT 11 DEF 13	 MAX 4 ATT 11 DEF 17	 MAX 4 ATT 10 DEF 16	 MAX 4 ATT 8 DEF 16	 MAX 4 ATT 16 DEF 9	

TEUTONIC

UNIT PLANNER

KEY			
MAX	Maximum number of units available for recruiting from this building	C	Faction must be Christian before recruitment is available
ATT	Approximation of unit primary attack value	MC	A moderate level of Catholicism is required before recruitment is available
DEF	Approximation of unit defense value	HC	A high level of Catholicism is required before recruitment is available
G	Gunpowder must be discovered before recruitment is available	VHC	A very high level of Catholicism is required before recruitment is available
P	Faction must be pagan before recruitment is available		